## WEAPON
### Assault Rifle

To fire, roll 2 dice. Use the better result and ignore the other one.

On Double OOPS!: The gun is Out of Ammo but can still be used to bash Zombies using the Basic Attack Rules.

AP: 1 Range: 10↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Axe

A swing from this Axe will leave Zombies dead on a roll of 5 or 6.

On OOPS!: Your turn ends.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 Kill: 5 6

## WEAPON
### Boxing Gloves

While wearing these Boxing Gloves, scoring 3 Hits on the same Zombie during a single turn counts as a Kill.

On OOPS!: The gloves are torn and become useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2
Hit: 3 4 5 6 Kill: 3 Hits

## WEAPON
### Candlestick

This Candlestick is strong enough to kill a Zombie but not tough enough for prolonged use. You are twice as likely to roll an OOPS! while attacking with it.

On OOPS!: The Candlestick breaks and becomes useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 2 Miss: 3 4
Hit: 5 Kill: 6

## WEAPON
### Cane

This Cane is tough but too flimsy for long-term Zombie bashing. You are twice as likely to roll an OOPS! while attacking with it.

On OOPS!: The Cane breaks and becomes useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 2 Miss: 3 4
Hit: 5 Kill: 6

## WEAPON
### Chainsaw

This Chainsaw is very deadly but also difficult to control. Attacking with it costs 2 Action Points.

On OOPS!: The Chainsaw runs Out of Gas and becomes useless.

AP: 2 Range: 1↑ 1↔
OOPS!: 1 Miss: 2
Hit: 3 Kill: 4 5 6

## WEAPON
### Chef's Knife

This knife is strong and very sharp, but it takes a precise stab to pierce a Zombie skull and score a Kill.

On OOPS!: The knife breaks and becomes useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3 4 5
Hit: None Kill: 6

## WEAPON
### Crossbow

The shots from this Crossbow are strong enough to knock Zombies backward in case you miss the head.

On OOPS!: You run out of bolts, but the Crossbow can still be used to bash Zombies using the Basic Attack Rules.

AP: 1 Range: 5↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Crowbar

While you have this Crowbar, you may remove barricades for half the normal Action Point cost.

On OOPS!: Your turn ends.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 Kill: 5 6

## WEAPON
### Deer Antler

This antler is sharp enough to kill a Zombie but to brittle for repeated use. You are twice as likely to roll an OOPS! while attacking with it.

On OOPS!: The antler breaks and becomes useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 2 Miss: 3 4
Hit: 5 Kill: 6

## WEAPON
### Double-Barrel Shotgun

On OOPS!: Since this gun has two barrels, treat the first OOPS! as a Miss, but, roll two OOPS! in one turn, and it's is Out of Ammo. It may still be used to bash Zombies using the Basic Attack Rules.

AP: 1 Range: 5↑ 3↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Drill

The Drill is great for boring holes in Zombie skulls, but that takes time. Attacks made with it cost the player 2 Action Points.

On OOPS!: The battery dies, and the Drill becomes useless.

AP: 2 Range: 1↑ 1↔
OOPS!: 1 Miss: 2
Hit: 3 Kill: 4 5 6

## WEAPON
### Electric Guitar

This guitar will let you smack Zombies from a distance, but wasn't made for this abuse.

On OOPS!: The neck breaks, and the guitar becomes useless.

AP: 1 Range: 2↑ 1↔
OOPS!: 1 2 Miss: 3
Hit: 4 Kill: 5 6

## WEAPON
### Fire Extinguisher

On OOPS!: The Fire Extinguisher explodes. You, the Zombie you were attacking, and anyone directly beside or behind you are Hit by the blast. Move the pieces accordingly and discard at once.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Frying Pan

This iron skillet won't break on you no matter how many Zombie brains you scramble with it.

On OOPS!: Your turn is over.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3 4
Hit: 5 Kill: 6

## WEAPON
### Golf Clubs

On OOPS!: You run out of clubs. The empty bag can't be refilled but can be thrown up to 3 squares in front of you for a guaranteed Hit at a cost of 1 Action Point.

Discard when thrown.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2
Hit: 3 4 5 Kill: 6

## WEAPON
### Hammer

While you have the Hammer, you may put up barricades for 0 Action Points.

On OOPS!: The handle breaks, and the Hammer becomes useless. While it is broken, raising barricades returns to the normal AP cost.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3 4
Hit: 5 Kill: 6

## WEAPON
### Hatchet

This sturdy, little Hatchet is a good choice for fighting Zombies in close quarters.

On OOPS!: Your turn is over.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3 4
Hit: 5 Kill: 6

## WEAPON
### Hockey Stick

This Hockey Stick is long and durable, but not strong enough to kill reliably.

On OOPS!: The stick breaks and becomes useless.

AP: 1 Range: 2↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Hunting Rifle

Shots 10 spaces and under cost 1 Action Point. Shots 11-20 spaces cost 2.

On OOPS!: The rifle jams, which counts as a Miss. Two OOPS! on one turn, and it's Out of Ammo but can still be used to attack using the Basic Attack Rules.

AP: 1 Range: 20↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Machete

This Machete's long blade makes it ideal for hacking Zombies to bits.

On OOPS!: The blade breaks, and the Machete becomes useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 Kill: 5 6

## WEAPON
### Metal Pipe

This Metal Pipe is strong and lightweight, making it ideal for smacking around Zombies up close.

On OOPS!: Your turn is over.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Pipe Wrench

Using this heavy Pipe Wrench to club Zombies doubles your chances of scoring a Kill.

On OOPS!: Your turn ends.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 Kill: 5 6

## WEAPON
### Pistol

To fire, roll 2 dice. Take the better result and ignore the other one.

On Double OOPS!: The Pistol is Out of Ammo and becomes useless.

AP: 1 Range: 5↑ 1↔
OOPS!: 1 Miss: 2 3 4
Hit: 5 Kill: 6

## WEAPON
### Replica Sword

This Replica Sword looks cool, but it wasn't made for real action. You are twice as likely to roll an OOPS! while attacking with it.

On OOPS!: The blade breaks, and the sword is useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 2 Miss: 3 4
Hit: 5 Kill: 6

## WEAPON
### Revolver

This Revolver packs the punch to keep Zombies at bay in case you're not able to hit their head.

On OOPS!: The Revolver is Out of Ammo and becomes useless.

AP: 1 Range: 5↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Shotgun

The spread on this Shotgun can take out the first Zombie in up to three rows at a time.

On OOPS!: The gun is Out of Ammo, but you can bash Zombies using the Basic Attack Rules.

AP: 1 Range: 5↑ 3↔
OOPS!: 1 Miss: 2
Hit: 3 4 5 Kill: 6

## WEAPON
### Shower Curtain Rod

This Shower Curtain Rod may kill a few Zombies, but it wasn't made for bashing skulls. You are twice as likely to roll an OOPS! while using it.

On OOPS!: The rod breaks and becomes useless.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 2 Miss: 3 4
Hit: 5 Kill: 6

## WEAPON
### Skateboard

This Skateboard should make a totally sweet implement of Zombie destruction.

On OOPS!: The board breaks and becomes useless. Bummer, dude.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6

## WEAPON
### Tire Iron

Both ends of this Tire Iron can be deadly, making it as good for killing Zombies as it is for changing tires. You have twice the chances of scoring a Kill while attacking with it.

On OOPS!: Your turn is over.

AP: 1 Range: 1↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 Kill: 5 6

## WEAPON
### Two-by-Four

The length of this Two-by-Four allows you to attack Zombies up to 2 spaces away.

On OOPS!: The board breaks and becomes useless.

AP: 1 Range: 2↑ 1↔
OOPS!: 1 Miss: 2 3 4
Hit: 5 Kill: 6

## WEAPON
### Water Gun

With each Hit from this Water Gun, the Zombie becomes disoriented and turns to face directly away from you.

On OOPS!: You run out of water, and the gun is useless.

AP: 1 Range: 2↑ 1↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 6 Kill: None